

Chris Jackson

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Technical Skills

- Proficient in Python, C++ and OOP
- Python in Maya, Nuke, Houdini, and Clarisse
- Experienced in Unity3D and Unreal Engine 4
- 3D Modeling and Animation with Maya
- Experienced in C#
- Database
- Version Control with Git and SVN
- 3D Geometry and Linear Algebra

Work Experience

January 2017 - PRESENT

Double Negative - Assistant Technical Director - Python

I provide technical advice and support for artists and work directly with show supervision to help resolve any issues that may arise in a timely manner. I design and write Python tools and scripts across many different digital content creation tools, and also create documentation for the artists to follow. I would regularly talk about technical concepts with non-technical staff in order to manage expectations.

Project Highlights:

- Mappit: Indicate on a map where each shot location is and what kind of info we have on those shots. For example what asset is on there, what camera is used and any scans that were used.
- Witness camera tool: the new generated MP4s for the witness camera data that is converted into 24FPS and use the stored time code data on the video files to get to the proper frame based on the metadata on the scan in the script.
- TexRef publisher: This tool will publish a set of texture references back into a single folder while maintaining the original image name. It was requested so that the character scans on the show could be manually graded and published back out again, keeping the camera names intact.
- Hackathon: Worked on various different projects with an allocation of 2 weeks every year (I did it 3 times) with one of my projects being a Dust Bust tool that used procedural AI.

March 2016 - December 2016

Samco - *Software Engineer - C#*

I managed databases in C# and create a reporting system for customers using the input data they send into the software. I also optimized the code in the system to make it run faster across all platforms, I also made the software user friendly and made everything straight forward for the user on how each part of the program works.

2007 - March 2016

McDonalds - *Manager*

I provided leadership to crew and other managers during a shift to ensure great Quality, Service and Cleanliness to our customers. I also perform a variety of tasks, which may include planning for each shift, monitoring performance during the shift, taking action to ensure the team is meeting McDonald's standards, monitoring safety, security, and profitability, and communicating with the next Shift Manager to help prepare him/her to run a great shift, too.

Recent Project Personal Projects

Pac-Man Game

I made a Pac-Man clone in C++ and made use of polymorphism from turning a character class into a ghost or Pac-Man as an example. Also I made the stage to be loaded in from a text file onto a one dimensional array tilemap that treats it as a 2D array, and the tiles are spaced out by the pixel size of the images that are used. Lastly I made an enemy manager that will spawn in the enemies and handle the AI of them and I future proofed it in case I wanted to add different types of enemies into it that isn't a ghost.

Education

2013 - October 2016

LaSalle College (formerly Art Institute of Vancouver) - *Bachelor Degree in Video Game Programming*

Notable courses: Artificial Intelligence programming, Gameplay programming.

Projects: Fighting Game Project(C++), Metal Gear AI(Unreal), Fire Emblem AI(Unity).

2010 -2011

British Columbia Institute of Technology - *Certificate*

Certificate of Digital Animation.

Hobbies/Interests

I like to play video games, magic the gathering, D&D, basketball, and swimming. I also build and paint models a lot in my spare time as well.